FROM BEYOND SAMPLER

ISSUE 18
FEB

ZAT

FOR SAM COUPE & SPECTRUM

Fourth Birthday Special

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EDITORIAL

Welcome to the special edition of ZAT, which serves as a introduction to the fanzine for all you From Beyond readers. The sense of the end of this piece of literary expose will be familiar to some of you as I happen to also edit Square One which made an appearance in FB a few issues back. Until recently David Ledbury edited this zine, and it is due to his efforts that this edited version of the current issue makes its appearance in FB pages.

For those of you who have never heard of ZAT, or have heard the name but never seen an issue, then let me tell you all about ZAT (Pronounced Z-AD, NOT Z-AT). The fanzine was set up in 1989 (issue 10 celebrates our 4th Birthday, which forms the basis of this

sampler) and its main emphasis from the beginning was to provide an interesting read for individuals who use a Spectrum or SAM Coupe as part of their everyday involvement in the world of home computing.

Unlike From Beyond which extensively covers a specific area (namely adventure games for the Spectrum, and does to definitely a right?), ZAT covers a myriad of topics related to the Spectrum and SAM. The first is programming, I admit that I am not a programmer, mainly because I find that many magazines and books cloud the topic in endless layers of techno-jargon which can prove baffling if not explained. Many potential programmers encounter this, and sometimes even the experts find the barrier hard to pierce too. So all of ZAT's tech-sections are written in a easy to understand way, and if problems still crop up, we try to answer any queries if and whenever.

possible in the pages of the zine. So if you want to write your own game or teach-up your knowledge of ROM Routines, you have where to come.

We also extensively review all the latest games (Arcade and Adventure), Public Domain, software, utilities (word processors, and other useful stuff), games and cheats and more. The fanzine features interviews with the celebrities in the SAM/Spectrum computing world (we have interviewed Richard Eddy, Matt Bibby, Mike Garrard, and more are on the way), and we offer our own opinions in the form of Soapbox, where resident critic Martin Scholes gives his views and causes a few upsets in the process. He aims try and bring you the latest news, show reports, in fact anything and everything that is to do with the Spectrum and SAM, we'll endeavour to cover it.

Like most fanzines though, we give high priority to readership involvement with ZAT. We have always stressed that the readers are the true "bosses", and not the poor sods who type the articles or raid the pages. Readership input is vital to us and no whole-heartedly encourage any comments about ZAT, good or bad.

What you are about to read is a 90% version of issue 15 in fact apart from the revised Editorial and the inclusion of a past article, "Split Screams" which compares two classic games of the same genre, this "sampler" is an exact replica of the correct issue 15.

Before you decide whether to see another copy of the zine, or are tempted to subscribe to ZAT, have a good read of the pages to follow, then come back here for the necessary details. Okay.

Done? Well if you are interested in

saving another copy of ZAT, then we can offer FROM BEYOND readers the following exclusive offers. If you want to see another issue (issue 17 comes out in the last week of April) but we do have a selection of back issues available (bar issue 17 which is out of print at present), we can offer you a single copy for £1.00 which be postage (normal price £1.20).

However if you want to go all the way, then will the following tempt you?

Subscribe now for 6 issues and you will only have to pay £6.50! This is an exclusive offer for FB readers which we can unfortunately only keep open to the 30th July, 1993. So subscribe today!!

Please make all cheques, postal orders, international giros or Eurocheques payable to D. BLACKBURN C/O ZAT, and please forward same to ZAT, C/O 33 DAMLEY BANK, TELFORD, SHROPSHIRE, TF4 2LQ. Please allow 21 days for delivery.

Apart from ZAT, our related Spectrum and SAM writers and programmers also produce a number of other fanzines, including the SAM disczine SAM PRIME, whose Tech-Editor Nigel Kettlewell is the author of the highly rated DAYS OF SORCERY, and the Spectrum tapezine, Alchaves. We also have several PD discs (games and utils) and recently ZAT's creator, David Ledbury, released the new ESI twin-game pack DYAD! For more info on SAM PRIME or Dyadic, then please write to SAM Prime, the address for SAM PRIME is in this issue of From Beyond.

Darren Blackburn.

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For ANY fanzine to reach a first birthday is a moment to record, but the FOURTH is really something else! Especially now we have finally got around to getting an ISSN number.

This 'anniversary' Soapbox will be a little different in that I'll touch on some of the themes I've covered in previous editions of this column. The very first Soapbox was, by way of a general introduction to ZAT. I was also a bit concerned about how the computer magazines for the Spectrum, and in general, were becoming. Herein I see from Richard's Bubblesort of last issue that things aren't getting better.

In issue 2 I touched on how many computer problems were caused by poor programming or poor operation. There is a story of the origin of the word LUSER, which is almost as old as the modern computer industry. A nameless executive said to a harrassed Data Processing Manager, "Why do we keep getting this garbage out of the computer?" The response from the Manager was, if you keep putting garbage in! I also wondered if as many computer crimes were really computer crimes or were people just blaming hackers to put the blame off themselves for siphoning off the money or by being careless about use security.

In No 3 I had something to say about the Federation of Software Theft. I am not against FAST or the stopping of piracy but I am concerned that FAST was getting a little self-important and in danger of becoming the New Computer Express committed suicide we haven't

heard so much of FAST as NEC seemed to be a mouthpiece for FAST, even printing adverts that drew an official complaint from the National Market Traders Federation!

Going forward to Soapbox 4 I was bemoaning the lack of Public Domain software for the Spectrum (seems to have had some effect?) and I asked for readers with programming talent to design games (then as a competition). Which is why we've now set up Phoenix Software...so get writing and earn some money! Number 5 was in the infamous Christmas issue of 80 and once again I had something to say about piracy (getting a bit of a hobby horse?). I also had some views on the general state of games and pointed out that games priced too highly could actually encourage rather than hinder piracy as a result of rip-off prices (For a REAL rip-off, just see console game prices as an example).

I was amused to be able to report that some jerk whined on in an article about how bad he thought piracy was, only to let slip that he regularly pirated software himself! I didn't name him, but I gave him an award, "Self Serving Hypocrit of the Year". Can't remember who it was, but I seem to have hit an oddball somewhere, that Darren drew some houses did not allow users to make backup copies. Issue 6, I gave a report on the SAM Coupe that David had kindly arranged for me to borrow and even wrote the article on it. I was very impressed with the machine and was sorry to see it go (you can come an' look at mine anytime Darren). Next issue I responded to a letter from Phil Glover (N Phil) on Piracy (arrrgh!).

In issue 10 I gave my hopes that the Coupe would sell well and get the success it deserves (I still DO). I wondered why some journalists seemed so against it. I asked if a portable Coupe could be designed which would be a laptop and compatible with files from the PC's (and other computers). Issue 11 saw my piece on the Marketing of software and again it expressed my sorrow over the loss of Newsfield Publishing and the demise of Crash. I also tried to cast some caution about NCE, would last seeing how they had introduced a price hike from 88p to...

week to £1.50 plus a cover disk that many readers wouldn't be able to use. I gave them until December that year and they ever so kindly obliged by turning up their toes by the time that I predicted!

In the first issue of 82, I advised SAM owners to buy Wade Miner, programmed by an old friend of ZAT's Matthew Holt and subsequently enjoyed by most contributors, readers, including me! I bemoaned the practice of some computer software houses of only putting programs on one side of a tape, thus doubling the chance of having a glitch on the tape! I also touched on the possibility of 'medical' programs and I am glad to say that some of these will be available from us soon as PD. I also mentioned the 'fun' councils were having with the Poll Tax, chiefly due to the software being 'more bug-ridden than a cheap boarding house bed!'

In issue 16 I was asked to write about PD porn and wondered why some PD suppliers seemed to think that PD stood for Porn Desk! I attacked the subject from a slightly different angle than usual, by the way, as some of you will remember by 15, I'd turned my

attention onto the horrors of hand-held games consoles which I referred generically as the Pinochio Dog Games Machine. I criticised the sound, graphics, the screen quality, the price of the console and the software. I worked out that for the the price of a console and 10 games you could buy a Coupe, a colour monitor, a good printer and still have £50 left to spend on software!

Getting closer to the present, in 16 I pondered as to why most adventure games are so unbelievable, concluding that it was because the majority of writers had based their games on the Dungeons and Dragons type systems. I also bemoaned poor testing of games, or game systems which did (or do) have good potential games. Last issue I had a more general computing news and wrote about the lack of available software for all 8-bit computers. What's to the future? Virtual Reality? Advances in the Coupe? The MobOT? This section of ZAT is, to a large extent, driven by readers letters and comments, so WHAT DO YOU WANT ME TO COVER NEXT? Let me know or write your own opinions down for Babblesort. So here's to the next 4 years...

THE WALLPAPER STRIP by Martin & Darren

Readers' of ZAT who also read Tim Kemp's Adventure 'zine from Beyond will probably know a few issues or so ago that I was a compatible, the prize of which was a lifetime supply of games from Joe Lemon's late Compass Software. Well, dropping through the door this morning was Joe's latest title...

DEEP PROBE

This is the sequel to sea of Joe's earlier games, the Anfitea Mission. You star as Captain Hansen, joint pilot and designer of the automated deep salvage rescue submarine "Aatfa", who must investigate the mysterious disappearance of ships and submarines from the North Atlantic.

Anyone who has seen any of Compass's earlier games, will know that he doesn't like to leave PAW on it is; he always likes to add some little extra to the systems routines in this case, the game features scrolling messages, pressure and oxygen gauges, and a variety of special sound and screen effects; ie when there's an explosion, the screen actually shakes!

Although the game features extra "enhancements" this doesn't seem to say that the rest of the games has suffered in any way. The text is well thought out, the parser fairly friendly and There is a great amount of detail actually available in the game, vocabulary, object information and so on.

The game is pitched at a medium level of difficulty; even without the solution sheet (thanks Joe!), I managed to progress reasonably well. However, the problems are not as easy as to finish the game in an sitting.

Although this game works on both Spectrum and SAM - using the SC Specimas emulator, and also provides disk saving facilities, it does not include the sound fast change facilities found on the SAM Adventure Club conversions. However, the fast change in quite readable, so this need not be a problem.

If you want to try a game which is a little different from standard fantasy orientated fare, which concentrates on a more "modern" setting, then this highly polished game will certainly appeal to you.

Deep Probe is available on Spectrum tape, +3 disk, SAM disk and costs £1.99 for all versions.

Presentation: 84%
Parser: 83
Graphics: 072
Overall: 83%

Jon Lemmon
111 Mill Road
Cobholm Island
Gt Yarmouth Norfolk
NR31 0BB

I've been very lucky recently to see the early version of a new title written on the SAM Adventure Creator. This game in question is a highly unusual game called The Occult Connection, and is written by David Munden of the SAM Adventure Club.

Now, at the present time I can't review - or even preview - the game properly, as sadly the game development disk became corrupted, so David has been forced to reprogram it. However, David is also taking the opportunity to improve the game, so

say commands I make will probably be improved upon before the game is released.

What makes TOC different, is that it features an Occult member - a Psychic investigator (a member of a white coven) - in the starring role.

The plot consists of this: A friend of yours, who is a member of a coven, has vanished. With his mysterious disappearance, and some mysterious and savage murders in the locality, you fear the worst. Has somebody been tampering with the "dark forces", and released something purely Evil onto an unsuspecting world? You decide to investigate.

Now, I'm not going to get into any arguements over whether I believe in the subject matter or not. Likewise, I'm not going to debate on whether the subject matter is "suitable" or not. Personally, it's purely a matter of taste, and to me this is no more harmful than reading a Dennis Wheatley novel!

Now, how adventures are looked at in ZAT. I have decided to complete the game's final problem. This is supposed to be improved in the new version.

My other gripe is with the text size. David has used 64 Column text, which is difficult to read on my television. Saying this though, he has natural good reactions for changing font and colour schemes, which does help.

Finally. Not really a complaint, but an important point. The game DOES include some rather "graphic" text, describing some bodies in a rather gruesome scene. It isn't quite as graphic as Gnomadee, but may upset some people.

Overall, this will be quite an interesting game. We'll inform you when and where it's available from.

Now, even on another title written on the SAM Adventure System. This title has also been (co-)written by a ZAT reader, Charles Williams. The game is titled DAY DREAM, and can be described simply as a SAM equivalent to Tim Kemp/Joe Lemon's title "Project X - The Microrave". The game costs £4.50.

This game will be given a full review in issue 19, but if you'd like more information, call Charles on:

📧 Charles Williams
254 Old Chester Road
Birkenhead, Merseyside
L42 3XD
☎ 051 643 8878

Next issue, I'll give you news on a great game converted by Dave Whitmore, a new Spectrum title from Quest and lots more besides!

Any of you who read AlchNews, my free fanzine will already be familiar with this subject, but those of you who don't take note, this may prolong the life of your computer and save you a good deal of money and tears.

Computers are great dust magnets. If you lift the lid off your machine, the chances are it will be caked in dust, especially if you don't own a dust cover. This should be one of your first investments, if you don't want to buy one, then you can simply make one out of some clear plastic or a piece of fabric. The advantage of fabric is that you can do a bit of sewing to make it a snug fit over the keyboard and down the sides of the computer, protecting the ports. Keyboard covers aren't just to protect your keyboard from coffee, but dust, too.

If your computer is full of dust, and there is no warranty on it, then carefully remove the screws and then lift off the lid and remove the keyboard connectors. Simply blow away the dust, or use a hair dryer. Hobbyists with an airbrush can just blow the dust away, or you can buy a spray from Maplin (pp 619 £4.75) which sprays pressurised gas to clear debris and dust.

The keyboard can be particularly prone to dust too, especially if never covered. Spectrum+ owners can simply grab their keys and pull them off, starting from 0HY VID. If you own a +2 or upwards, place a large flat blade screwdriver under a key and gently prise the key up into your hand. Take care not to lose the spring. When all keys are removed (leave the SPACE bar) a simple cloth can pick up the

dust, then just press the keys back into their sockets.

As I mentioned earlier, make the cover large to overhang, as this protects the ports, as these are very exposed. One thing you can do to protect them more is to cover unused ports with some sellotape or blech electrical tape. Use your discretion over what you use but obviously a black machine would benefit from black tape and a white machine with clear tape. The sticky side should also gather any dust in the machine. When Sinclair made the QL, they took time to add little covers for all the ports, it's surprising these simple add-ons never became popular.

Another place to clean is the ports themselves, especially when a lot of plugging and unplugging is done. As the ports are silver, a good silver polish is needed. Don't use liquid polish as this can leave residue and be a little messy. I use "DURAGLIT" Wadding Silver Polish, made by Silvo. This is like a long roll of cotton wool, soaked in 'dry' silver polish, which you simply pull off to the size required. Just rub the wadding on the silver until all tarnish is removed and the connection is very shiny. Leave for a few seconds then wipe clean with a soft, lint free cloth. The ports to clean are the TV modulator and the user port. You will probably need to unscrew the computer circuit board from the case to get to the bottom pins. Sockets are tricky to clean, so it's best just to clean the other part of the lead which goes into it.

Tape decks are very prone to corruption, and are more fragile than most think and misuse can lead to major errors.

Tape heads should be cleaned every four hours of use. Clean write tape head cleaner (buy a new cleaner after about a dozen uses. If you can, try and get one with a small can of spray over

with it, this late you spray the tape head, then you play the tape which closes and drys the heads. Don't forget to press play and record when you close the heads as some systems have a separate record head which doesn't engage when only PLAY is pressed.

Make sure you always close the lid after use, to keep dust out, but every month or so, remove the lid and take a leak inside. If there is dust, spray some tape cleaner inside and swab dry with cotton buds. You can use whisky as a substitute, but pure alcohol is the best [hic]. While you're inside the tape port, have a look at the tape head. That's the large silver one, usually in the middle. Make sure the black pattern on it is visible, and it isn't worn into a groove. If you run a tape head PD library, these tape heads wear faster than average. If they are worn, replacements can be purchased for around £3 from Maplin. The size is universal, but you can get a very high quality one for £24.95. A simple mono head should be good enough for computer use.

You should always have a good tape toolkit which should consist of a tape head demagnetizer, tape head cleaner, cleaning fluid, cotton swabs and some fine lubricant or sewing machine oil to put a couple of drops in the tape spindles and on the azimuth alignment. Other accessories may include a good small azimuth screwdriver and alignment cassette. There was a very good graphical one for the Spectrum called "Operation Caretaker" and "Operation Alignment" by Global Software, made back in June 1986. I would be interested if anyone still has a copy and would like to say a few words how they got on with it. For my accessories or tools mentioned in this book, visit Tandy or Maplin, or check out their catalogues. If you need to get in touch, see Mess Biz for my address.

If you're a SAM, and you like a better class of game, then you really should take a good look at this first release from ZAT's sister software table, Phoenix Software Systems! It features two games, which have been written by Maciej Kasztalin, one of the most recent members of the highly acclaimed Polish programming team ESI.

Craft Premiered on SAM PRIME 3. Formerly released by SAMCo/Revelation for £9.99 by itself. This is a challenging puzzle game for all ages. Complete the electrical circuit before the time runs out. 60 difficult levels and a relentless clock!

ShahrMania: Officially premiered on SAM PRIME 2. Quite a scale around a series of mazes, eat the 'pills' and avoid your growling tail. Sounds easy? You must be joking! Arcade fun for all ages.

Two games, hours of fun. How much? Only £13.99P

DYADIC is released on January 28th, 1993, and is available from:

PSS: David Ledbury, 19 Lyme Avenue, Macclesfield, Cheshire. Cheques & P/O's payble to GLedbury.

And if you prefer Arcade Games, then stay tuned to ZAT for more news on Manic Mansion; more than just a 'Jet Set Willy' clone, this game should be the best SAM Platform game ever!

The ZAT Interview

Richard Swann speaks to Your Sinclair editor, Linda Barker

This month, I decided to catch a train into the town of Bath, which in case you don't bother with the "big" magazines, is the home of Future Publishing, who publish, amongst other things, Your Sinclair magazine.

Unlike ZAT, Your Sinclair is produced on full A4 pages in colour, and has a free tape (one of which contained a game from ZAT's very own Daniel Cannon). Also, it must be observed that it is a far less serious magazine than YS.

After travelling through the pouring rain to Monmouth Street, a quick cup of tea and an unsuccessful attempt at loading in my 48K Spectrum music demo, I managed to get an exclusive interview with the magazine's editor, Linda Barker. And here it is.

Could you give me some information on your background?

I was born in London, and I lived in Hackney until I was 18. I then went to study a degree in English at University Of East Anglia in Norwich. In the summer that I graduated, I tried looking for a job, and found one at Future Publishing, who let me start working with Your Sinclair two years ago, first as a staff writer, then as a deputy editor, and finally as the editor.

How long have you been interested in computers, and how did you get interested in them?

Before I came to work at Future, I had next to no experience with computers, apart from using the library computer at the university a few times! So obviously I've only been interested in them since I joined Future.

What work did you do before getting involved with Your Sinclair?

Well, apart from a small job in a library in Bury St. Edmonds. Amazing! Unless you count studying that is!

What equipment do you use to make the magazine?

We use a Spectrum +2a Spectrum +3 and a SAM Coupe for running games, utilities etc. For laying out the magazine, we use Apple Macs with DTP Software for the text, and a scanner to put the drawings, photographs etc. on top of this. Jon (Pillar: staff writer - RS) and myself sort out the text, while Andy (Ounstead: art editor - RS) lays out the page at the form you see it at the magazine. The final page put on film and sent down to the printers, provided I'm satisfied with everything first, of course!

How long does it take to produce an issue of the magazine?

Four weeks, of course! Well, that's not strictly true, because some issues take 3 weeks and some take 5 (they're usually the best issues though!) However, now

we're down to three people (former editor Andy Hutchison and art assistant Marriane Booth recently left to work on other Future magazines - RS), the schedule gets a bit more hectic. It's not really noticed if ZAT comes out two weeks late, being a bi-monthly fanzine, but here we have to work to strict times, otherwise there'd be nothing for you to buy in the newsagents!

How do you cope with freelance contributions?

We hardly ever use our freelancers in the flesh; in fact, we didn't know what Jon North even looked like until last week! Instead we just communicate through the post, and they send us the material they write on disk. We can convert just about any type of disk format to the Macs, so they can be loaded into our DTP package. Very rarely do we actually have to retype something, but it does happen.

What do you think of reader's contributions?

Reader's contributions are actually the lifeline of the magazine. Because magazines are made for the readers, we rely on feedback from then and contributions from them to fill up the magazine. We certainly wouldn't have the magazine in the state it's in without them, and it would be virtually impossible to finish the magazine within the deadline for each issue if we had to do all the material ourselves.

What are your favourite and least favourite sections of the magazine?

Well, I like writing the letters page and Tipshop (equivalent of Arcade Alley - RS)

the most, because then I get to read everyone's letters, and I never, ever miss one out, even though not all of them make it onto the printed page. On the other hand, I like to read anything that Jon Pillar does, because it usually makes me laugh. I don't usually want to read all the material I have written again and again, because I have to check it all, and produce it in the first place, which can take a long time! I can't stand writing out the names of all the competition winners, so I give them to Jon so he can do them instead!!

What do you think of the future of the Spectrum and SAM?

Well, I know that this is a terrible thing to say, but I think that everyone here has to agree that the Spectrum and SAM will not survive on a large scale commercial basis. The circulation of Your Sinclair has steadily fallen from 85,000 a few years ago to 40,000 at the moment, and I don't think there's anything we can do to increase it. At the moment, we are the biggest supplier of Spectrum and SAM software due to the material we put on the cover tapes; few games can sell 40,000 copies, even if they're written for the 16-bits and consoles. Aside from ourselves, there are a few budget software houses and fanzine/PD things, such as ZAT. However, I think it would be completely, but they'll probably be ultimately restricted to a homegrown basis, such as ZAT.

What's your favourite computer game?

Obviously, because I've only been playing Spectrum games for a few years, my choice is a little limited. I would say that my favourites have been two games called

Rodland and Pang, though there are probably much better games that have been released before I've been interested in Spectrums and SAMs. Generally, I like puzzle games such as Tetris, and Dizzy style games. Jon can't stand Dizzy games, though! (Neither can I - RS)

What do you like to do apart from work with computers all day?

I like listening to bands that no-one else has ever heard of (a tape of such bands was playing in the background while this interview took place - RS). I also like going to the cinema quite a lot, dancing, eating, and going to pubs - that's just the sort of person I am!

Do you have any favourite books or TV programmes?

Bookwise, my favourites are "Songlines" by Bruce Chatwin, "Villette" by Charlotte Bronte, and anything by Tony Morrison. My favourite TV programmes are "The Golden Girls", "Roseanne", and "Have I Got News for You". I also like hopeless american sitcom comedies (though I don't quite know why), and I also I like documentaries because they're interesting. I've just bought a colour television, so I can enjoy programmes even more now, although I don't have time to watch much TV apart from late at night, which is why my choice of TV favourites is a little limited.

What do you think of ZAT and other fanzines?

I think that ZAT is brilliant! Fanzines such

as ZAT encourage the Spectrum and SAM scene, provide an interesting read, and are greatly responsible for keeping the two computers alive. Well done!

Are there any sections of ZAT you'd like to see in Your Sinclair?

Yes, we're hoping to do a machine code course for beginners in a few months time. I hope that an increase in programmers will be able to augment the current state of Spectrum and SAM releases. However, unlike ZAT, our magazine has to think commercially above everything else, because we are essentially running a business in order to make a living. With this in mind, I think it's unfeasible and unrealistic to go technical and serious on a lot of the subjects that we cover.

Finally, if you weren't writing for Your Sinclair, what would you be doing?

Well, to be quite honest, I haven't got a clue. But I hope it would be as exciting as this job!

ZAT would like to thank Linda for her time in doing this interview.

SPEC SPORTS LEGENDS

Over the past ten years sports and more particularly football fans have been well catered for with regard to their Speccys.

The game that literally started the ball rolling was World Cup Football from long deceased Liverpool software house, Artic. This was an appalling effort and even for 1983 was well behind the times. Players wobbled up and down the pitch as they vied for the glittering world trophy. If it was released now it would be laughed out of WH Smiths but it was a huge success ten years ago.

However, as yet there was no manager game around, it seems strange to say as know, but nobody had really thought about it. Then Lord Messiah of all football teams, Kevin Toms unleashed Football Manager (great title) onto an unsuspecting world. What dates it as much as anything is the fact that versions were made for the 1K Vic-20 and Oric monsters.

Football Manager must have increased profits for the electricity companies as bleary-eyed wannabe John Bond's (I'm sad in 1983) boosted their electric bill through the roof. Football Manager was a masterpiece of BASIC programming, who can forget the legendary "Please Wait" sign that burned itself onto retinas across the country. We didn't mind waiting three hours for the longue table to be calculated, it was all part of the enjoyment!

FM saw little matchstick men acting out their set pieces and scoring the goals that took you to the championship (or novice level - or the bottom three - or genius level). Compared to modern emulations, it was nothing special but it broke the mould, the Speccy has never been the same since.

Following the success of Football Manager, the obvious infinite clones followed. One was especially dire and that was Soccer Boss. It was a conversion from the Electron(please!) and was again written in glorious Basic. It was even slower that FM and touching break gave the program listing Good for adding 10 million to your bank balance!

Then the mail-order creations began to pop-up legends such as D+H and E+J who brought us such legends as European I-II (whoever) and Wembley Greyhounds. I mean, who exactly would send away good money for a Greyhound racing simulator? Then from the keyboard of Johnson Scranton came a football legend. No, not Stan Bowles but The Double!

If you're looking to play football on your Speccy, forget it you'll keep falling off. You could try Match Day and Match Day 2 though. Granted, they may not be Kick Off or Sensible Soccer but for their time they were considered advanced.

Match Day was because it was the first half playable football sim and the second because it was the first very good football sim. The Crash readers survey showed both Match Day and Match Day 2 in the top Spectrum genres of all time and deservedly so. Both are playable, the second especially and the pioneering Diamond Deflection System sends the ball bouncing away in all directions.

So, forget the flash consoles with their £40 cartridges. They will end up in the broom cupboard by the New Year. No? well who still plays with their Atari console? The Speccy has stood the test of time and for sports, you'll be hard pushed to find a better machine.

S. Mullen

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THE ZAT 4TH BIRTHDAY QUIZ SPECTACULAR

So, you think you know a lot about the Spectrum and SAM do you? Well, put your knowledge to the test in this cracking quiz. Then send your answers to ZAT, 33 Dawley Bank, Dawley, Telford, Shropshire TF4 2LQ. The person who sends in the MOST CORRECT ANSWERS will win a mystery ZAT prize! All entries must be received by 3rd April 1993. Winners will be announced in ZAT 20.

1. Name the company formed by Clive Sinclair before Sinclair Research.

2. Name the Spanish company that invested in Sinclair Research.

3. Name the fault with the ULA in the first Spectrums.

4. Name the two authors of the original orange Spectrum manual.

5. How old did you have to be to drive a C5?

6. Name the difference in the opening menu between the original Spectrum 128 and the +2.

7. On a Spectrum +3, how do you access the machine test mode?

8. Give all the features of an Interface One.

9. How many sound channels does a 48K Spectrum have?

10. Sir Clive Sinclair "befriended" a 22 year old female while he was in Mensa in 1989. What was her name?

11. In which year was MGT formed?

12. Who sold MGT's first disk drive interface, the *Disciple*?

13. Who now owns the rights to the +D disk interface?

14. The SAM was first exposed in *Crash*, but in what year?

15. What is the difference between the SAM and Spectrum tape connections?

16. How many percentage of computer sales did the SAM Coupe account for in Christmas 1992?

17. Who makes the SAM Coupe disk drives?

18. Can a SAM read +D disks?

19. Can a SAM write to +D disks?

20. Who wrote the original Spectrum Emulator for the SAM?

21. In which year was Newsfield formed?

22. On what day was issue One of *Crash* released?

23. How many issues of *Crash* have there been altogether?

24. Name all the people who compiled playing tips, in *Crash*, in chronological order.

25. Oliver Frey drew nearly all of the Crash covers, but who else did a few covers instead?

26. When did the first issue of Your Sinclair come out?

27. On the front cover of the first issue was the first display of something which is now standard with all Spectrum magazines. What was it?

28. Name all the editors of Your Sinclair, in chronological order.

29. Who ran the adventure section before Tim Kemp?

30. What is T'Zer's real name?

31. Name the programmable joystick interface produced by Frel electronics.

32. Briefly describe "The Terminator".

33. Nidd Valley Electronics produced a standard hardware kit for taking screenshots of games. What was it?

34. Mikrogen produced a dongle for the Spectrum, allowing 64K of memory to be used. What was it called, and what was the only game it was ever used on?

35. Name the magic box which is the most popular piece of Spectrum hardware after the joystick interface.

36. Name two "copies" of this magic box.

37. What box would you use to link a Spectrum and a SAM together?

38. Can you upgrade a 48K Spectrum to a 128K Spectrum?

39. What's the limitation with MIDI on a 128K Spectrum?

40. Which I/O port number is used to get the 128K out of a 128K Spectrum?

41. What's the standard wordprocessor for a 48K Spectrum?

42. What piece of software has got the "Jah Brendan" bug?

43. Who wrote "The Artist?

44. Name the standard assembler and disassembler from HiSoft.

45. The Mark Time Music Box was originally licensed to a pop group. Which one?

46. Who converted Elite to the Spectrum?

47. Who wrote Exolon and Cybernoid?

48. How many Magic Knight games are there?

49. Who wrote the Spectrum version of Last Ninja (which was never finished)?

50. Who wrote "Defenders of the Earth"?

Compiled By Richard Swann

CHIP SHOP

Compiled By David Ledbury

Daniel's quite a lad on the internet - both with College work and with Music Maestro - so this issue's CODEBREAKER is a bit weaker than usual. But nevertheless, it should prove to be very interesting!

CODEBREAKER
By Daniel Cannon

Hello, good evening, and welcome. Daniel's quite a lad on the internet is both Music Maestro in a past program. Give test these lines onto it, but change SETSTR to 5633 if you have to able Speccy:

> **REMEMBER** that when a POUND symbol is in the listing, you should enter it as a HASH (HASH) symbol.

```
00050        CALL prmtext
00060        RET
00070 setscrn 0,0,0,0,0
00080  hgbkgr 0,0,0,0,0
00090 setstr EQU 2012
00100 ;Print the menu text:
00200        LD A,(ret)
00300        RET
00310        CALL setstr
00320        CALL prmtext
00330 ;Now the scrolls
00350        LD A,6
00360        LD IX,scrn
00370        CALL prmtext
00380 bor    LD A,(col1)
00390        LD (col2),A
00700 start  LD A,(ret)
00730        RST 16
03600        CALL prmtext
03610

03620        And display it in that colour.
03630        LD B,menu#
03640        CALL prmtext
03650 ;Loop back if 'O' not pressed
03660        LD B,31111101
03670        LD C,254
03680        IN A,(C)
03690        AND 100000010
03700        AND 1
03710        CP 0
03800 JP NZ 00000
03900 ;Title screen messages:
03910 menut220 EQU 22,10,0
03920        DW 'N','O','N',ST'
03930 menut0  EQU 22,10,0
03940        DW 'Z...left'
03950        EQU 22,11,0
03960        DW 'M...fire'
03970        EQU 22,12,0
03980        DW 'O...Start'
04000 menut420 EQU 22,14,10,16,1
04100        DW 'AK'' HIGH SCORE'
04200        EQU 22,17,10,16,5
04300        DW 'MEW SCORE'
04400        EQU 22,20,7,16,5
04500        DW 'PRESS O TO START'
04700 menut520 EQU 22,10,7,16,5
04800        DW 'O N T N V A D E R'
05000 menut620 EQU 22,1

04100        CP 255
04110 setstr   ;menu value. Start at 255.
04120  menut  defb A,(A)
04130        CP 255
04140        RET Z
04150        POP HL
04160        PUSH HL
04170        POP HL
04180        CP A
04190        JP ;prmtness
04200 ;Print a number # digits long
04210 ;pointed to by HL.
04220 prmthumber  LD A,(HL)
04230        ADD A,'O'
04240        PUSH BC
04250        PUSH HL
04260        CALL prmtness
04270        POP HL
04280        POP BC
04290        INC HL
04300        DJNZ prmtnumber
04310        RET
04320 prmtnumber PREPARE...
04330 prmtness   LD A,(col1)
04340 prmtness   CALL prmtess
04340 ;That's all folks.
04350        RST 16
04360        RET
```

Starting at MENU4 we first set the stream to 2 (main screen) point HL to the message and use our, by now, well known message printing routine. Remember the control codes for our

AT (22) and PEN (16)? At the end of the message you'll find another AT and PEN. This is to set the colour and position of the screen — which is displayed in the most bit.

I've decided to store the score as 6 bytes, each byte holding a number from 0 to 9 to represent one of the 6 available digits. Now we need a routine to print this. I decided to do this by making B hold the number of digits to print and HL the pointer to the left-most digit.

The routine goes through each digit, converts it into ASCII by adding on the base code for "0" (48). Grab a copy of the character set to see how this works. Then it prints the ASCII character, moves HL on to the next address, and loops back if there are more digits to print.

Then the colour and position of the high score is set, and the high score is printed in the same way. The routine can easily be altered to display numbers of other lengths by changing B.

To complete the title screen, I thought that I'd have the word 'Invaders' flash different colours (remember that there are two spaces between each letter in 'Invaders' in the program listing).

HALT is used to generate a pause, and uses interrupts. Interrupts will be explained later. But briefly they happen every 1/50th of a second, and HALT waits for one to happen. So two HALTs will wait for 1/25th of a second to pass by before continuing (you could pause any amount of time by using something like LD B,time : loop HALT : DJNZ loop. This is very similar to how the PAUSE command works in BASIC).

Next we print the PEN control code. Now we take the PEN colour, add 1

onto it, and AND is keep it into the range 0 to 7 (can you see how?), and store it again for next time. Then we choose the PEN colour. It doesn't matter what the PEN colour was to start with, it will always stay in the range when AND is used (so you could have a start PEN of 100, and AND will sort it out. Can you work out what 100 AND 7 is by the way?).

Now we print the 'Invaders' message in the normal way. We re-print and the old 'Invaders' with the new 'Invaders' in the new colour.

We check if the 'S' key is pressed. If not, we loop back to re-colour the 'Invaders'.

Finally, the menu is finished, so return. The prepare subroutine would set up the game variables, but at the moment it just clears the screen.

SAM owners should use this to start the program off. MODE 1. CLS E: CALL 32760. And Speccy owners use this. BORDER 0: PAPER 0: aaa 7: CLS. RANDOMIZE USR 60000 (or your chosen address).

Apologies for the length of this issue's Codebreaker, but I'm a little bit busy at the moment. Normal service will be resumed soon. But in the meantime, you could make the title screen a bit more exciting if you wanted — after all, it is your game.

Thank you Daniel. And don't forget readers, that when you've written your best seller, don't forget to send us a copy to review!

Now, some very handy routines from Richard Swann, which will help clarify some of the instructions used in the above installment of ZAT Invaders....

ROMARAMA
By Richard Swann

Hello again. This month, we're going to be looking at some ROM routines which lie at the top of the memory. They are known as the RESTART routines (or rescoes which will be explained later.

If you look at the instruction set of the Z80 in the back of your Spectrum manual, you'll notice a few instructions which start with the word "rst". There are eight of them in all, which go from 00 to 56 in multiples of 8.

What these instructions actually do is to behave like normal CALL instructions. So RST 24 is exactly the same as CALL 24. The difference between a RST instruction and an ordinary CALL instruction is that a RST only takes one byte, and takes less time than the equivalent CALL instruction.

The disadvantage with RST instructions is that you can only CALL eight locations in memory. And all of these eight locations are in ROM, so you cannot use RST for your own routines. Fortunately, some of the eight ROM locations contain very useful routines for us to use. Let's have a look at them in more detail.

THE RST 00 ROUTINE
Called with the instruction RST 00

This is the ROM routine to NEW the computer up to a point in RAM, whose address is given as the value in the CC register. We discussed this routine in ROMA RAMA Part 1, which was in ZAT issue 16 (if you missed it, order a hech issue).

THE RST 08 ROUTINE

Called with the instruction RST 08

This instruction gives an error message. This is quite useful if you are writing a machine code program for which you may want to deal with errors. Its input is a little odd, in that it looks for the value in the byte after the RST 08 instruction. This byte contains the report number minus 1 (or 255, £FF hex if the report number is 0). So to stop with an OK report (number 0), assemble and run this program:

```
10    ORG £5800
20    RST £08
30    DEFB £FF
40    RET
```

On the other hand, to stop with a "BREAK - CONT repeats" message (number £08 hex), then change line 30 to read:

```
30    DEFB £0C
```

And it's as simple as that!

On some computer hardware (eg: interface Ono and +0 disk), the unused values in the RST 08 routine are used to control various devices and pieces of hardware, rather than print error messages.

THE RST £10 ROUTINE
Called with the instruction RST £10
(RST 16)

This is probably, in my opinion, the most useful restart routine available, and it's been mentioned in ZAT quite a few times already. It prints a character whose ASCII code is in the A register.

Before we can use RST £10 however, we must tell the computer that we want to print on the main screen, and this is done by the following routine:

LO A,£02
CALL £1601

Don't worry about what it does, just remember that you'll need it if you want to see the results that are printed with RST £10.

To print the letter "A" (ASCII code £41), use the following program:

```
10  ORG £5B00
20  LD A,£02
30  CALL £1601
40  LD A,£41
50  RST £10
60  RET
```

The RST £10 routine's been mentioned quite a bit in past instalments of Codebreaker, so if you want more help, have a look at these.

THE RST £28 ROUTINE
Called with the instruction RST £28 (RST 40)

This routine calls the computer's floating point calculator. This enables you to do complex arithmetic, from multiplication and division up to trigonometrical and exponential functions. The floating point calculator is a rather complicated routine, so much so that there are ROM routines to use it! We'll be looking at some of these in a future instalment of ROMA RAMA.

THE RST £38 ROUTINE
Called with the instruction RST £38 (RST 56)

This routine is an extremely important routine, and is called every 1/50th of a second through interrupts (see issue 16 for more information about interrupts). It updates the screen picture and reads the keyboard. The result of the keyboard pressing is put into the system variable £5C08.

However, it's easier to use the ROM routine at location £02DE if you're running a machine code program.

There are no inputs to the routine at location £02DE, but the output is given in the DE register pair.

If no key is pressed, then DE holds the value £FFFF.

If a key is pressed, then the value in E holds a number between £00 and £27, depending on what key has been pressed.

If a shift key is pressed with the key, then the D register holds the value of CAPS SHIFT or SYMBOL shift, depending on which shift key was pressed. D holds the value for CAPS SHIFT, and the E register holds the value for SYMBOL SHIFT.

If two or more keys are being pressed, the computer will only remember one of them, but the zero flag will be set just to let you know!

See you next issue.

Thank you Richard! Don't forget that the earlier advice about the pound and hash sign applies in the previous section as well.

Some readers may remarker that I briefly covered RST ages ago, in an earlier issue of ZAT. Nevertheless, I'll confess that I feel Richard's explanation makes things much more clear than mine ever did!

Don't forget SAM owners, RST does several different things on your computer. I'd advise you in getting the Technical Manual to clear it up, as it can be complex!

From RST we now jump to the System Variables, as we visit Steven Kemp's...

Now many of you will have seen the system's variable SEED be use before, as it is quite often used in programs to simplify POKEing 2 byte (or 16 Bit) numbers into memory. The Spectrum, of course, hasn't the crankiest QBYSZ command of SAM BASIC. The following program makes for a member in the range of 0 to 65535, which it will then work out its 16 Bit binary form.

```
10 CLEAR 29999
20 FOR f=30000 TO 30022
30 READ a: POKE f,a: NEXT f
40 INPUT "Enter a number ";n
50 POKE 30001,INT(n/256): POKE
30002,n-INT(n/256)
60 PRINT "The BINary form of ";@(n);" is
";
70 RANDOMIZE USR 30000:PAUSE 100
80 GOTO 40
100 DATA 33,0,0,6,16
110 DATA 14,128,62,0
120 DATA 50,215,62,22,215,203
130 DATA 21,203,20,16,239,201
```

This program is all very well, but the SD could be improved by the use of SEED.

When the RANDOMIZE (number) instruction is used, the (number) is transferred to the system's variable SEED. (locations 23670 and 23671), so using this our program could be changed to read:

```
50 RANDOMIZE n: POKE 30001,PEEK
23670: POKE 30002,PEEK 23671
```

The value help to the variable SEED is used to work out the next random number that will be saved or printed by the next instruction like PRINT RND. In fact the random number aren't random at all, they follow in a set

sequence of 65536 numbers. The values are obtained by taking the value held in SEED and treating it to the following program, which shows that the same results are shown by the calculations themselves and the RND statement:

```
10 POKE 23670,0: POKE 23671,0
20 LET S=0
30 LET S=S+1: LET S=Sx79
40 LET S=INT((S/65537)x65537
50 PRINT S/65535, S/65536, RND
60 GOTO 30
```

Well, that's all for now, but if you know of a cheap 48K Spectrum, then why not write to me via ZAT? 🔲

MEAN BIZ
With Darren Blackburn, Andy Davis and Co.

Welcome to the first MB column of 93! To begin the proceedings, **Andy Davis** has some generalised comments to make about registers, ASC Stereo, and some personalised opinions about the Mega3 Mail??

Mixed comments this issue. First I'd like to talk about our wonderful boxed print system. As it's the only public one, we have to make do, like we do with ST. But just how friendly is it?

I'd not had many problems until 1992, where I've had two packages 'opened', one had a stamp but from it, the other a cassette tape. Small unless you may say, but when I have to resolve to someone why I've had to replace their tape, especially when it contained valuable material, it doesn't say much for my trust with packages.

In August I recieved a cassette split in two. I tried to replace the case, but the sound quality is reduced, making it unreliable for computer use. Is this the same sort of ploy to make me pay jiffy bags more and therefore pay more postage? And so for last post, I've had IMO car log books 'lost' and one CD Access, which so the post office said 'Had no value for compensation' but can you put a value on a price?? Since explaining to the police at a spot check why you have no car registration document, also not being able to re-tamsare and tax my car, or taking about ten years old...

have to take this lying down?

Postal customs do not escape this either, as they rip open packages and do not re-seal them after examination. I'm not complaining about speed of delivery or cost (another issue, some letters are carry freaked adverts, but no drop in charges), but if more open up, maybe the service can be bettered. I'm surprised there is an independant body (OFPOST?) to keep an eye on the system.

Anyway, off my soapbox now to talk about ACB stereo, featured in November's YS cover tape. This was my first encounter with a stereo Spectrum, but I was informed this is a new practice, and was used as the Amstrad CPCs. [Although the Amstrad CPC uses the same sound chip as the Spectrum 128, the sound channels have been 'kept' to create a stereo effect. OL] Nice to see Alex Sugar couldn't do this on the Spectrum, yet whatever can. Maybe we should've had a whipround when Sir Clive was in debt??? If you're interested, then drop me a line and I'll give more info.

A little more on loading now, and how the registers show what goes where. I don't want to trend no other peoples toes and repeat what has already been covered, but using the multiface, you can stop loading (between files) to see what is happening.

OG: Start address
OE: Length

If OE is 17 then it's the header that it's looking for.

The best time to press is between the header and the long piece of code, or just before any tape operation. This way, you can have a peek at what is going to appear. This is because you don't need the program to run, and shows these program counter, and shows these

address the computer has executed. This can show where poses routines or leading routines are. The ma@DOSx itself doesn't show the registers very well so you have to multiply the Z80 and other of the first part, but Genie, shows the 16 bit value for them.

This could also be done by using the =0 Hacker system from Steve's Software. This perhaps 'frees' inside the =0's memory and has similar facilities as the Genie software, it also gives more information on the values in the Z80 stack, enabling tracking down those annoying machine mistakes. Devid actually used the =0 Hacker to originally hack Magic Miner, to see what made the game tick!

Thanks Andy. Now resident technocrat, Devid Leedbury, brings us into contact with SG Services' (Brian Goff) Disc Operating System, ProDOS...

ProDOS, as I have mentioned before, is a CP/M emulation system for the SAM Coupe. It has been designed to run software from the older, more established version of CP/M 2.2, as opposed to version 3 that is used on the Amstrad machines (PCW and CPC). The main reasons for this are that version 3 (or CP/M+) is NOT compatible with all the older software and that Amstrad even use a bit of their 'version' firmware in the ROM which is locked into CP/M+. Amstrad are not always very keen on giving things away!).

ProDOS comes in a sturdy box, which contains a simple spiral bound manual, mode of information about the PD service, PDOS, a BOOT disk, a system files disk and - if you pay an additional £1 - a PD sampler disk.

Setting up the system is as simple as anything. Switch on, insert the BOOT disk, press F9. After a few seconds of

leading (the program is only about 15-20K!) the system has installed. A lot quicker than waiting for a PCW to load.

The ProDOS system program will automatically detect how much memory and how many disk drives are available, and will inform the user of these at the memory byte in RAM without any problems. By turning the majority of the memory into a RAM disk, it means even single drive SAM owners have a pretty fast indeed - which makes software requiring disk access a lot easier to use.

So, after loading up, you are left with the - soon to be familiar - blank leading screen. A few hours working through the manual will clear up most of your initial problems. CP/M was never designed to be easy, but you'll soon discover it is not too difficult to use.

But what is available? On the the sample disk is a range of goodies. This illustrates the range of software you can use. Probably the most important ones are the disk utilities, databases, mail list programs, simple arcade games, languages (BASIC, PASCAL, BASIC Compilers, ProLOG, and more besides). On the whole this is an impressive disk. The other side of the sampler CP/M is a vast quantity of software, normally in the Public Domain and ShareWare.

The system is compatible with the new

PCW, and can in fact see the disks from the new model PCW's. You cannot guarantee that all PCW software will run under ProDOS (different CP/M version, and screen size) but some will. For example, I have "Hitch-hiker's Guide To The Galaxy" running on my SAM, although the disk had to be converted from 3" to 3.5". (And I've also got a range of CP/M Adventures, plug!).

So, if you are fed up with the lack of 'serious' software on SAM (although there are some good programs around nowadays) or hanker for using some of the more classic titles around, then ProDOS is for you.

The only thing that may put you off is the price of the system: £25. Now, although this may seem expensive, if you look at the price in relation to that of normal (see FD) CP/M software, which can cost up to £100 a time, then it gets it into perspective. Additionally, MasterDOS on SAM costs around £25, so you aren't paying that much more for a DOS which can add a further computer to your SAM's sunstitue capabilities. Besides which, the FD ranges from only £1 to £3!

```
Usefulness: 94%
Presentation: N/A
Packaging: 84%
Overall: 95%
```

```
⊕   BG Services
64 Roebuck Road
Chessington, Surrey
KT9 1JX
☎ 081 397 0763
```

Finally a quick look at a PC/ST File Converter from CMS PDL, a useful utility for SAM/ST/PC owners...

In boxes 15, we looked at HZ Disk, which we awarded 85%. However, we have recently been sent a new utility

from the PD offshoot of CMS SAM diskdee, priced at £3.50. (However, CMS has now ceased trading, so this disk will soon be available via SAM PDWDL.) So how does this compare with the other program?

As with HZ Disk, this program is shareware: if you like the program you can send the programmer some money. However, apart from that and the similarities atop there, HZ disk uses a menu and Command Line Interpreter system; this program simply loads up a BASIC program with a set of procedures installed for your own use. This means that you are dropped in at little at the deep end, until you type HELP. This gives you the option of which command to use, in plain English, do you want it to go to the screen, printer or a string? Then a summary of the commands is displayed. On typing MOUNT the computer will examine the disk in the drive, and decide what it is. XDIR will bring a DDirectory of the disk. XLOAD will LOAD in a PC file, TYPE will display it, and so on.

There are several more technical commands, explained in no enhanced help file, dealing with Sector manipulation. As all the commands are in a procedure based form, it makes it possible to add new "commands" to BASIC and therefore create your own library of useful routines.

This program isn't quite as friendly as HZ Disk, and sometimes I have found it to refuse files that HZ Disk will load; it has some powerful functions which will make it of special interest to programming dabblers.

```
Usefulness: 81%
Presentation: N/A
Packaging: N/A
Overall: 80%
```

Split ?

screenS

Welcome to Split Screens! I'm your host with the most, David Addey, and every issue or two (Darren and space permitting) I'll be pampering two great Spectrum games one from the past and another of recent times. I'll be taking a different genre of game each time, and this issue, as a special Christmas treat, I'm looking at the good ol' PLATFORM game. And, for such a universal type, I'll have to pick two exceptional games. First is the genuine classic MANIC MINER (the first game I, and everyone, else bought) and that recent smasher SWITCHBLADE. Here goes.

For a start, I'd better describe the 'platform' game. Lets take a look in the dictionary:

PLATFORM GAME (PLATFORM GAYM) one of the most hardy, lasting and (some might say) downright over-used formats, that has been re-worked more times that the National Curriculum often successfully, but, unfortunately, also rather crapily at times. Many of the first platform games to appear on the Spectrum spld we'd (for a time at least) including such age old classics as Manic Miner, Jet Set Willy, JSW 2, and many others. They have survived in recent times, though are now becoming more and more extinct due to harsh conditions and invasion of their breeding grounds by hard-selling modern games. Some still survive, but sadly only in the captivity of dodgy second hand game shops.

Well there you are A now endangered species. But good news for fans, especially Sam owners, the grand-daddy of platformers itself, Manic Miner, is being re-written and released on the

Sam soon for more details see last issue's NewsFlashes.

So, the comparison. Well obviously the games have different (very different) storylines.

In MM, you play Miner Willy who must escape through twenty caverns (i.e. screens) which have such image-of-depth titles as 'The Menagerie', 'The Vat', 'Return of the Kong Beast' and 'The Central Cavern'. The levels feature many horrible monsters from firey bells and kangaroos, to penguins and erupting toilets! The graphics are excellent for such an old game and it featured continuous music (monotonous and crap, but impressive for its time) that is thankfully optional. Needless to say it's an absolute bar‰0&EF to complete I can't get past level 5 without the cheat. The aim of each level is to collect a certain number of keys (that are placed around the screen in torturingly inaccessible places that take nerves of steel and more patera-a than a NES hospital to reach). Collecting the keys opens the exit at level portal (that looks like a grate). Oh and just to make

Manic Miner

Eugene & Lair

things harder you only have a limited amount of time (as in Oxygen present in Willy's air-tank) in each cavern.

Which takes us not-so-very-nearly onto Switchblade. This game has a very Japanese influence (particularly noticable in the graphics), and sees you as Hiro (who is one), battling against the evil Havoc. The game is truly gargantuan, we're talking superlatively large here. The graphics, unlike MM, are monochrome (or duochrome if you are really pedantic) but this is a good thing - they are very clear and look right. The aim is quite simple, you have to find (by smashing up the scenery) the scattered bits of the Fireblade, then assemble it to kill Havoc.

The game differs in several major ways from MM (yes, the comparison is inevitable I'm afraid), but I feel it is more of a difficult yet immensely playable romp here. It's like comparing a U reg little runner, not too many miles on the clock, with a M reg BMW. Get the message?

"That's another big difference between

ARCADE ALLEY
Richard Swann & Co

MULTIFACE SPECIAL

Hi there, and welcome once more to Arcade Alley. This month sees a slight departure from the normal, in that it's a Multiface Special. Unlike some people who refuse to print them in their magazines (why, you?) I think they're a lot shorter and a lot easier to put in than ordinary POKEs, what's more, you'll agree! In order to use these POKEs, you must possess a Multiface or similar device which lets you stop a game in the middle of running, and put POKEs in. If you don't have a Multiface, ring Romantic Robot on 081-200-8870 to get one - they cost £29.95 each. If you have a 48K Spectrum you need a Multiface One. If you have a 128K or grey +2 you need a Multiface 128. If you have a +2 or black +2, you need a Multiface 3. Make sure you order the right one!

To use these POKEs, you must first load the game as instructed in the manual/ (but your may have to switch a Multiface One - see your Multiface manual for more info). Then, once the game has loaded, switch the Multiface on (if it's a Multiface One) and press the red button on the top. Your game is now "possessed," and you can then put the POKEs in. To do this, press "1". Then press SPACE and enter the live digit number (the one before the comma). Then enter the 1,2 or 3 digit number (the one after the comma, and press ENTER. Repeat the procedure for any more POKEs, then when you've finished, press 'O' and 'R' to return to the main menu. (The procedure will be different if you're not using a Multiface but a similar device) Once you've got the POKE in, you can cheat to your hearts content! Next issue, I'll show you how to convert ordinary POKEs into Multiface versions -very useful!

Ad Astra	35853,0	Infinite Lives
BMX Simulator II	32091,0	
	32092,201	Infinite Time
Buggy Boy	33757,24	Infinite Time
Chase HQ	39998,182	Infinite Credits
	45221,0	Infinite Turbos
Confused	49680,0	
	51988,0	Infinite Lives
Deathchase	26463,0	Infinite Lives
	26365,0	Immunity
Ethipod	61193,0	Infinite Lives P 1
	61453,0	Infinite Lives P 2
Exicul	46565,0	Infinite Lives
Magicland Dizzy	29823,0	Infinite Lives
Marsport	44053,0	
	45885,0	Immunity
Quazatron	58238,0	
	58255,24	
	58256,65	
Riptoff	35427,0	Infinite Lives

HAYLP!

Just a quick note before I run out of space. Can anyone help me on 'The Boggit,' the enjoyable Hobbit spoof from Delta 4? I can't get Grandalf, Thorny or any of the dwarves to follow me, I can't find a light to use in the goblin's caves, and I keep dying of hunger. If anyone can help, write to the address below, and I'll be eternally grateful. If you've got your own problem with a game, send it to the address below and we'll put our team of super game experts to solving it! Back to 'normal' next month. In the meantime, send in any tips, cheats, POKEs, or even reports of bugs on any game at all (I'm not fussy) to Arcade Alley, ZAT, 33 Dawley Bank, Dawley, Telford, Shropshire, TF4 2LQ, and we'll give you a million pounds! Erm, sorry. David says we haven't got a million pounds to spare, but we can give you the next best thing, which is a bundle of ZAT goodies! So what are you waiting for? Get writing!

The ZAT Cover Competition

Match as many of the pictures of Spectrum/SAM/ZAT "celebrities" with their name in the following list as you can. All entries must be in by March 31st. The winner (the first entry with the most correct answers) will receive a special birthday prize.

The names are: David Ledbury, Linda Barker, SAM, Bruce Gordon, John Paris (Capt), Colin Jordan, Richard Swann, Darren Blackburn, Alan Miles, Sir Clive Sinclair, Bill Bloggins, Bob Brenchley, Andrew Vincent (?), Thomas Varner, Dr Andy Wright, Martin Scholes, Prabnan & Dobbin, Miner Willy. (The artist is not responsible for portraying said celebrities as per on the cover, as he pleads insanity, as he is not a portrait artist).